OGL
3.5 SYSTEM COMPATIBLE
OTHERVERSE
GAMES
THE CAT GIRLS
OF BLACK JAPAN
CHRIS A. FIELD

# The Cat Girls of Black Japan

Written by Chris A Field

Cover Illustration by: John Picot

Interior Illustrations by: Amanda Webb, Bradley K. McDevitt (Clipart Critters), John Picot, Purple Duck Stock Art

All images are copyright their respective creators, and are used with permission.

www.otherversegames.blogspot.com

Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

*"Freedom is not something you are given, but something you have to take."*
*-Meret Oppenheim*

| Species | Size and Type | What Are They, Really? |
|---|---|---|
| Nekomusume | Medium Humanoid | An enslaved species of half-woman felines |

The Nekomusume are cats in the form of a girl, playful seductive and innocent. They are creatures of magic and supernatural crossbreeding, of gene-cutting and cosmetic surgery. They are an artificial species, a common but none the less stunning sight walking Black Tokyo's streets. Seeing one, your breath catches in your throat for a moment, amazed the world can be so full of beauty.

The Nekomusume were (at least initially) an artificially created female species- a pretty status symbol and plaything for the rich and decadent. The first breed of Nekomusume entered the market during the early 1980s, with a price tag of well over nine million yen. Initially, Neko ownership was the ultimate status symbol- along with stretch limousines and private helicopters, and the uber-rich remain the most common owners of humanoid cats to this day. However, prices eventually fell, as the magi-tech wombs used to breed catgirls themselves became cheaper and more common. Today, with special financing plans, bulk purchase discounts and the occasional clearance on used or less prestigious bloodlines put catgirl ownership within reach of the middle class… at least if they're willing to sacrifice much for the joy of owning a felinoid. Thanks to cunning marketing campaigns and saturation advertising, many are.

The catlike humanoids can breed true, despite the arcane and hormonal locks on their reproduction, and can produce litters of free Nekomusume. Many integrate into human

society, using their natural gifts to disappear into lucrative careers in Black Tokyo's sex industry. Others fight to free their enslaved mothers and sisters.

In some cities, packs of feral, genetically inferior Nekomusume are common pests: creatures with nearly-human bodies but animal souls. Feral Nekomusume are the exception: in the main, these felinoids are almost intelligent and cunning as their human fathers…despite what their masters and marketing brochures claim.

## Appearance

Nekomusume are petite females, light and tiny even by Japanese standards. Their bodies are just catlike enough to appeal to fetishists. Their bodies are decorated with attractive patches of soft fur that accentuate their bodies and sensuality but hide none of their charms. Their fuzzy ears are long, pointed and semi-prehensile, and are used to express emotion. Most breeds of Nekomusume have long, feline tails that trail between their taut buttocks, though a few have the short tail of a lynx or manx, or have their tails docked by their owners.

Nekomusume have spongy pads covering the bottoms of their feet and the palms of their hands. Their hands are bigger and cutely pawlike, slightly out of proportion on their tiny frames. Nekomusume usually wear a designer leather or metal choker or collar emblazoned with their master's contact information or their address. Proud slave Nekos accent their collar with jewels, finely linked golden or platinum

chains or melodious bells. Slave Nekos tend to be vain, wearing only the best, as having a harem of attractive and well groomed catgirls is a matter of pride for Black Japan's monied elite. Feral Nekos, by contrast, dress in thrift store trash, if they're smart enough to wear clothes at all.

## Fur Tones

A Neko's pelt can be fabulously colorful, displaying every pelt pattern found in nature, plus shades only dreamed up by anime color artists. Patterns, like a calico's tortoiseshell pattern, a tiger's vibrant stripes, or an oceleot's spots are common among some breeds, and a mark of pride for any Neko lucky enough to have been engineered with such a unique pattern. Many Nekos have a colorpoint pattern to their fur- one color which decorates much of their body, accented by another color on their extremities and the tips of their ears and tail. A Neko's mane-like hair is usually a strikingly distinct color from her fur, and her pubic patch might be similarly toned, to better accent her natural feline charms.

## Reproduction

Nekomusume are an artificially created, exclusively female species.

They are supposed to be sterile, but quite a few gain the ability to become pregnant, for some reason neither their creators, nor their purchasers can never quite figure out. Some call the race's unexpected fertility a gift from Kwannon or Inari, others claim it's a gene sequencing error, or the result of some kind of techno-magical pollution unique to Black Japan. Who knows? Certainly not the Nekos themselves….

Nekomusume give birth to liters of 4-6 tiny, mewling kitten-girls, after a six to seven month pregnancy. Their first pregnancy is the hardest, and death in childbirth is sadly common. They can only sling liters with human males, but never, ever become pregnant through sex with their designated master or purchaser. Only adultery, and the lure of true love and freedom allows Nekos to breed.

Feral Nekomusume are even more fertile, with adults almost constantly pregnant. Feral Nekomusume can bear viable offspring with virtually any humanoid or monstrous humanoid male, giving birth to semi-monstrous cat-hybrids. Feral Nekomusume can produce even the rare male 'tom', but toms are outnumbered 10-1 by female kittens.

Nekomusume have a lifespan of about 20 years, but reach sexual and emotional maturity within the first 24 months of their life. They learn quickly, at least as kittens, and tend to be extremely hyperactive until they reach physical maturity. Feral Nekos rarely live that long, with most dying before they reach 8 years old.

## Legal Status

Under Japanese and international law, Nekomusume are not considered a sentient species. They have no rights, and are considered property. Nekos can be bought and sold, traded on the open market and are marketed as a high priced luxury item. Several of the more reputable breeders offer financing options on purchase, as well as trade-in plans for proud neko-masters wanting to upgrade to next year's model.

The Japanese Diet treats Nekomusume as pets, and feral Nekos as dangerous pests. An entire division of the Tokyo civic works program- the Tokyo Bureau of Mythological Sanitation- is devoted to capturing and euthanizing ferals. Shopkeepers or Tokyo residents who take it upon themselves to kill a stray Neko wandering around their homes or businesses face a stiff fine and corpse disposal fee… though the TBMS is often called out to pick up the putrefying body of a cat girl killed in a car accident or by some anonymous human.

Free Nekos are rarity, and face an uphill climb. Free Nekos cannot legally rent apartments or purchase a home, and only Nekos with a master willing to purchase outrageous premium insurance and fees can possess a driver's license.

Very few businesses will employ a free Neko (at least in any non-sexual capacity) and off-the-books sex work is often their only option. Of course, if a client beats, cheats, rapes or kills a Free Neko prostitute, she (or her sisters) cannot go to the police. The Yakuza offers protection (for an exorbitant cut of their profits and free pussy on demand) to Free Nekos working in their territory. Even adventuring Nekomusume often have to pay a slice of their profits and winnings out to Yakuza protectors- knowing that if they don't the Yakuza will take out the slight on less capable feral Nekos in their neighborhood.

## Homes and Lands

Most Nekos own nothing, living in a gilded cage as a wealthy man's plaything. They are often found in the cities, and spend their idle days shopping, visiting the few special salons that cater to the needs of magical half-cats, or even spending their masters' yen at Fashion Club Nekomini!

Feral Nekos keep to the back alleys, and live rough and homeless on subway platforms, cardboard 'palaces' and coffin hotels when they can scrounge the funds. A small island, off the coast of the Miyagi Prefecture has become a sort of legendary homeland to strays- any feral Neko who can makes her way north, hoping that the stories are real, and the ferry to **Tashiro-jima** really will take them to a place they can be free.

Other Free Nekos, if they have trustworthy human companions, will couch-surf until they can find a permanent place of their own. Few Nekomusume know the routes to the Tatakama, and are creatures of the modern city, but a handful dream of a better life on the far side of some obscure *torii.* Few Nekos are prepared for the realities of life in the Tatakama- few survive their first winter there, and those that do are among the canniest and most combative of their breed.

## Kitten Factories

The Nekomusume species began as an expensive, decadent luxury. Seeing how profitable the sale of custom-grown Nekos was, many of Japan's largest entertainment, electronics, automotive and media mega-corporations have a division dedicated exclusively to the production of beautiful cat-girls. Ordinary production facilities (formerly dedicated to manufacturing everything from game consoles to compact cars) were repurposed and converted into massive womb-complexes, breeding catgirls by the hundreds.

As kitten factories became more common, the price of cat girls dropped dramatically. But true catgirl connoisseurs will only purchase their glamorous pets from first tier bloodlines, from breeders who have been in business since the catgirl boom of the early 1980s began.

### *Neko Dream Ultimate*

Neko Dream Ultimate, headquartered in the iconic **109 Building** in Tokyo's Shibuya District, was the among the first companies breeding Nekomusume. Neko Dream Ultimate occupies three floors of the chrome and glass commercial tower. The corporation has an unmatched reputation for quality and only sells their submissive, well-trained cat girls to carefully screened and credit-checked buyers. Unlike many lower-tier kitten factories, Neko Dream Ultimate has no interest in producing snuff toys; catgirls are a pleasure to be savored over a lifetime. The company's advertising image is bound up in the Nekos they produce, and prides itself on producing happy Nekos that go onto happy (if unfree) lives. The office is decorated with glossy photographs and memorabilia to the world famous **Cheetah-Ai**

(NG female idol Nekomusume Bard 9, 1982-2007), the first cat-girl.

Neko Dream Ultimate has exclusively licensing rights to sell kittens (and clones) of **Fashion Club Nekomini** show winners and first runner ups. The company is unique in that many of its sales staff are Nekos themselves, somewhat more intelligent than the norm, and extremely skilled in negotiations. These Neko sales-ladies are allowed to use their commissions to purchase not only their own freedom, but also stock in the company- making Neko Dream Ultimate one of the only partially Neko-owned businesses on the planet.

The Amakaze own a controlling interest in Neko Dream Ultimate, and their interests are represented by senior board member, **Karen Obake** (LE female human Wizar (transmuter) 13). Obake was once one of Japan's secret protectors, but she sold out during the 1970s.

She designed both the spells and the gene-treatments necessary to produce a true Neko and was very much the 'mother' of Cheetah-Ai and the other first-gen Nekomusume. Today Obake is one of the richest businesswomen in Japan, but she has not left her Chiba mansion (except for high security board meetings) in more than two decades.

## *Smilodon Risk!*

One of **Neko Dream Ultimate's** chief rivals, Smilodon Risk! has been in business since the mid-1980s. Also headquartered in Tokyo- in the rambunctious **Akihabara District-** Smilodon's success is due to its unforgettable ad campaign. Where Neko Dream positioned its catgirls as elegant and graceful companions to the elite, Smilodon's hyper-colored, action-oriented advertisements featured lithe, athletic catgirls in action! Karate, kendo, SCUBA diving, skydiving, free-climbing the rock faces of Yellowstone, motocross racing, paintball- Smilodon catgirls could do it all and more! And they were much cheaper than the equivalent Neko Dream kitties, the first mass-market catgirl.

Smilodon Risk! is privately owned by **Warren Dunn** (N male human Otaku Smart 2/ Hentai Hero 3/Modern Spellcaster 2), an American ex-pat who decided to stay in Japan after a summer internship with Neko Dream. The Amakaze controlled mega-corp couldn't conclusively prove Dunn stole their technology (he didn't- he was given it freely by **Dr. Sukakagi** specifically to make trouble for the mega-corp), but they spent over 100 million yen taking his start-up to court in the attempt. The handful of attempts on his life only made him stronger- Dunn was an ordinary mortal, albeit obsessed with catgirls before he crossed the Amakaze. He learned quick though, and proved capable of defending himself. Eventually, he was able to negotiate a truce with Neko Dream's secret backers- a truce that kept him alive and in business, though what the treaty entailed, he's never revealed.

## *Dr. Sukakagi's Strays*

Karen Obake might get all the credit for creating the Nekomusume race- all the press, the glossy magazine covers, the 1983 Nobel Prize for Genetics but she couldn't of done it without **Dr. Gendo Sukakagi** (CE male human Modern Spellcaster 13). Dr. Sukakagi went slightly mad mapping the catgirl genome, and was prone to making grandiose statements about how the future of Earth was furred, and that he was the father of a race of feline angels who heralded the next epoch in human evolution! He was also prone to showing up to press conferences without pants and stinking of whiskey and musk, and every time he opened his mouth, Neko Dream's stock took a big dip.

The Amakaze bought him out. The sum was exorbitant, but Dr. Sukakagi blew through his payday in a few years- spending most of it on increasingly bizarre and fruitless experiments, and the rest on catgirl prostitutes, coke and booze. By the mid-80s, he was broke, bitter and convinced that Neko Dreams screwed him over. To get his revenge, he contacted any half-way competent gene-sculptor he could find and gave them his secrets. Soon, dozens of upstart companies were nibbling into Neko Dream's markets share, first among them, Smilodon Risk!

Neko Dreams Unlimited weathered the storm, and eventually the market stabilized around a few top tier kitten factories and a plethora of second stringers and imitators. By the mid 1990s, Dr. Sukakagi started working out of panel vans and abandoned buildings, squatting where he could and churning out genetically inferior, 'quick and dirty' feral Nekos by the thousands. He created true breeding packs of mentally damaged cat-hybrids in Tokyo, Kyoto, Nagasaki and about a dozen other major cities throughout Japan and sat back to watch the fun.

The Akaname in general and Karen Obake in specific, the Tokyo Bureau of Mythological Sanitation and anybody whose

autobody work has been shredded by rogue Nekos would all like a big piece of Dr. Sukakagi's ass….if they can ever find the malicious old coot.

## Alignment and Religion

Nekomusume are not a morally introspective race, and are more concerned with their own survival and comfort than abstract ideals. Slave Nekos will conform their behavior to that of their master's, becoming the perfect pet, companion and sexual plaything. Left to their own devices, the most common alignment for a feral Neko is Chaotic Neutral or True Neutral. The race is as likely to be friendly and hyper-affectionate as it is to be cruel or predatory.

Nekomusume do not have any native gods of their own, as they have only the most rudimentary culture. Many mimic the faith of their human masters and few Nekos ever question the unspoken assumption that their own souls are as simple as an animal… very few ever realize that a cat girl's soul is as luminous and complex as any human's.

Several deities have attempted to aid the young Nekomusume race, both in the Earth Realm and the Tatakama. **Inari**, goddess of rice, **The Byakko**, white tiger of the east, and even **Yata Kagami**, the humble goddess of maids (*ER: Maids, Otherverse Games, 2012*) have all supported and protected the felines. Since these deities act circumspectly, through intermediaries, very few Nekos are aware of the divine tampering in their race's destiny.

## Languages

Nekomusume begin play speaking Japanese, though their vocabulary is limited and often childlike. The rare Nekomusume with a high INT score may choose Common, English, Goblin, Gnoll, and Undercommon as bonus languages.

## Nekomusume Racial Traits

**Size and Type**

Nekomusume are Medium humanoids. As Medium creatures they receive no special bonuses or penalties due to their size.

**Ability Score Modifiers**

+2 DEX, -2 INT, +2 CHA.

Nekomusume are nimble, attractive and natural performers, but their minds are designed for a cute and playful ditziness, not deep thought or abstract reasoning. Even the smartest Nekomusume will seem uneducated and often ignorant compared to a human woman.

**Normal Speed (EX)**

Nekomusume have a 30 ft base land speed.

**Climb Speed (EX)**

Nekomusume also possess a Climb speed equal to their base land speed. They may use either their STR or DEX modifier on Climb checks.

**Enhanced Senses (EX)**

Nekomusume have keen, cat like yellow eyes, and possess *darkvision* with a 60 ft range, and low light vision.

**Gifts of Ecstasy (EX)**

Nekomusume are programmed for sexual expertise, and command huge prices as prostitutes or sex slaves All Nekomusume receive Gifts of Ecstasy as a racial bonus feat.

**Feline Nimbus (SU)**

A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the glamourous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights* spell as cast by a first level sorcerer.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid, including Felis anthros) within 60 ft of the Nekomusume receives a +1 luck bonus on saving throws, which lasts as long as the Nekomusume chooses to glow. This bonus also applies to the Nekomusume herself.

**Padded Feet (EX)**

Nekomusume paws are as stealthy as a ninja's tabi. They receive a +2 racial bonus on Move Silently (Stealth) and Perform (dance) checks.

# Nekomusume Alternate Racial Traits

Nekomusume breeders compete fiercely to create more appealing, alluring and attractive felinoids. Conversely, feral Nekos evolve quickly- a necessity if their small race is going to survive.

**Alley Cat (EX)**
**Replaces:** Gifts of Ecstasy

Nobody knows the back alleyways, homeless camps and old subway terminals better than a wild catgirl, living free in modern Japan. The Nekomusume receives a +3 racial bonus on Knowledge (streetwise) check

**Bedroom Genius (SU)**
**Replaces:** Feline Nimbus

The Nekomusume is considered very defective. However, she was too cute and too useful to cull and so she probably sold for a very low price, a bargain for the cat-girl enthusiast on a budget. What's the problem? Simple, having a slave that's too smart (even occasionally) never ends well, and usually ends with master getting his wealthy throat slit.

For 1d4+1 hours after a sexual encounter with any humanoid male, the Nekomusume's racial penalty to INT is negated. A Nekomusume can only benefit from this trait once per day. The Neko does not receive additional bonus skill ranks or languages due to this temporary increase to her Intelligence.

**Ciao Kawaii Nekomusume (EX)**
**Replaces:** Gifts of Ecstasy

You're one of the pink and white furred, child-safe and less sexual cat-girls specially bred at the Ciao Kawaii Fun Park in Tama (tours of the cloning tanks available from 14:00 – 20:00 Monday through Friday for 1000 yen for adults or 300 yen for children under 8).

You were decanted as a nanny and companion to a lucky (and very wealthy) family. You receive a +2 competence bonus on Bluff and Diplomacy checks made against characters in the Young Adult age category or younger, and +4 racial bonus on Profession (nanny) checks.

**Drowsy Pelt (SU)**
**Available To:** Kitsune, Nekomusume
**Replaces:** Foxy Disguise (Kitsune), Feline Nimbus (Nekomusume)

Your fur is soft and pleasantly scented, like the softest silken bed sheets. Anyone touching your pelt for more than one round becomes more and more drowsy. Each round the character must succeed at a WILL Save (base DC 12 + your CHA modifier), which increases by +1 for each round the contact is maintained. If the save fails, the target is affected by a *sleep* spell cast by a sorcerer of your total character level. You must be unarmored or lightly armored to use this ability.

**Feral Neko (EX)**
**Modifies:** ability score modifiers

The Neko is a genetically inferior kitten, the kind of cat-girl that the TBMS catchers snatch up, tag and gas to death. The feral Neko suffers an additional -2 penalty to INT, to a minimum of 3 INT. Feral Neko are illiterate by default, and must spend 2 skill points to become literate in a language they can speak.

However, Feral Nekos are tougher than average, receiving a +2 racial bonus to their STR scores. These cat girls tend to be faster on their feet, having a base land speed of 35 ft- reflexes matter when dodging traffic and evading predators, including the two legged kind.

**Inumusume (SU)**
**Replaces:** Feline Nimbus, enhanced senses

Rather than a cat-girl, some artificial girls, especially those bred for export to America are made into absolutely adorable puppy girls. Inumusume are loyal, energetic and playful. The sporty canids like plenty of exercise, not just the carnal kind, with their owners. Most Inumusume have small, cold noses, floppy canine ears, a

wagging tail and a line of nipples running down their muscular abdomens.

The Inumusume brings an adventurous spirit to her pack. All canine creatures (including dogs, wolves, canine Anthros and other dog-like species) within 30 ft of the Inumusume receive a +1 enhancement bonus to their Initiative scores and natural weapon damage rolls.

Inumusume have keen noses, and gain the *Scent* special quality.

**Kiss Catgirl (SP)**
**Replaces:** Feline Nimbus

The sight of two cat-girls kissing can warm even the coldest heart. A number of times per day equal to 3 + her CHA modifier, the Nekomusume can kiss another Nekomusume or feline Anthro as a full round action. Doing so creates a *Bless* effect centered on the kissing catgirls, which affects all allies who would be sexually attracted to the Nekomusume. The caster level is equal to the sum of the two cat-girls' total character levels.

**Kitten Idol (SU)**
**Replaces:** Feline Nimbus

Your voice was designed with as much obsessive love as your body, your fur and your pussy and tail. You receive a +3 racial bonus on Perform (sing) checks, and can speak the language of cats as easily as you can humans. You are treated as being under the effects of a permanent *Speak with Animals* spell that is limited only to feline creatures. You receive a +3 racial bonus on Handle Animal checks involving any kind of feline.

**Smilodon Risk! Catgirl (EX)**
**Replaces:** Gifts of Ecstasy

You were bred by Smilodon Risk! to be an especially athletic and fun loving catgirl. Like all Smilodon Risk! Nekos you are easily identifiable by your cutely enlarged (1.5 inch or thereabouts) canines and love of sports, games, competition and the outdoors. You receive either Acrobatic or Athletic as a racial bonus feat.

**Stray (EX)**
**Replaces:** Gifts of Ecstasy

You were way too assertive to be any millionaire's sex slave, no matter the temptations, no matter the punishment. You receive Iron Will as a racial bonus feat.

**Strike Kitten (SU)**
**Replaces:** Climb Speed, Gifts of Ecstasy

As with special models of POETICA, the Japanese Diet has commissioned custom-grown Nekomusume to serve as a test unit with the JSDF's new *Assault Witch* units. Used in recruiting efforts as often as front-line combat, these combat trained warrior catgirls are taught from an early age to think in three dimensions, and groomed for Assault Witch training.

Strike Kittens gain a Flight speed equal to twice their base land speed. They have average maneuverability. Fly is always a class skill for Strike Kitten Nekomusume.

**Tiger Striped Catgirl (EX)**
**Replaces:** Padded Feet

Your fur is a luxuriant orange striped with jagged black and white stripes, and your face is attractively feral. You gain two claw attacks as primary natural weapons, that inflicts 1d6 + STR modifier slashing damage (crit 20x2) on a successful hit. You are considered armed and proficient when attacking with your natural weapons.

**Untapped Potential (EX)**
**Replaces:** Gifts of Ecstasy

Some cat-girls are a lot smarter and more capable than their product brochures suggest. These felines have incredible potential, and even they are unaware of what they're capable of until put to the test. Nekomusume do not have to allocate all of their skill points or feats gained during character creation or any time they gain a level. They may, at any point in the game, suddenly allocate these skill points or feats. Doing so is a free action, and the Nekomusume can use the ability normally from that point onward.

If the Nekomusume belongs to a class with selectable class abilities (such as a Rogue talent or a Paladin mercy), the Nekomusume may also choose not to allocate the class ability immediately. The character can later assign the class ability as a free action and begin using the new ability normally.

## The Anthros of Black Japan

If you are using *Fursona: The Definitive Guide to Creating Anthropomorphic Characters* (Otherverse Games, 2011) with Black Tokyo, you can treat Nekomusume as unique members of the Felis Minor order. They receive two (2) additional Build Points with which to purchase additional racial abilities.

Virtually all Nekomusume have the Fashion Anthro template, from *Fursona III*, applied.

## Traits and Talents

**Best In Show! (SU)**
**Type:** Racial
**Requires:** Social starting role, Nekomusune or feline Anthro race, CHA 15+

You have competed in- and won ribbons- at Fashion Club Nekomini. You are one of the most beautiful, glamorous cat-girls in Tokyo, and even your enemies have to stand in awe of your sensuality.

Once per day, you may add your CHA modifier as a luck bonus to your Armor Class. Mystical confetti and celebratory music fills the air, the arcane remnants of the enchantments you received for your stunning victory on the runway. This enhancement lasts for one round. Activating this talent is an immediate action.

**Beneficent Lover (SU)**
**Type:** Social
**Requires:** CHA 13+

Your gentle touch and unbridled passion helps your lovers overcome wounds and weariness. Perhaps you claim descent from a benevolent oni or angel of lust. Anyone having a consensual sexual encounter with you recovers 1 HP at the end of the act. A character can only benefit from your sexual healing once per day.

**Cat Nap (EX)**
**Type:** Racial
**Prerequisite:** Nekomusume race or feline Anthro

You take dozens of little naps, every chance you get. You need only half as much

sleep as normal to recover Hit Points or regain spells. This does not allow you to recover more HP per day than normal, or recover spells multiple times per day, only to do it with less rest.

**Fashion Club Groomer (EX)**
**Type:** Social

You have learned secret grooming techniques from the extremely expensive groomers and pet-beauticians who work at Tokyo's Fashion Club Nekomini.

By spending at least one hour grooming any creature with the Anthro subtype, expending oils, perfumes, soaps and special ointments and tincures worth at least 10 gp (DC 3), you provide the Anthro with a +2 enhancement bonus to her CHA score, which functions exactly as the spell *eagle's splendor.* This bonus remains in place until the Anthro either: next sleeps or rest, or next engages in combat.

**Emancipated (EX)**
**Type:** Social
**Requires:** Nekomusume race

Unlike the vast majority of the Nekomusume race, you are legally free (and have the papers to prove it!). You may own property, obtain a driver's license, work and have all the legal and social protections taken for granted by humans.

**Kitty Cat Magic (EX)**
**Type:** Magic
**Requires:** Nekomusume race, ability to cast 1st level arcane spells

Though dimwitted, you are a fairly capable wizard, even if you write your spell formula out in big crayon *kanji* in colorful, cutely illustrated spellbooks that look like they were designed with third graders in mind.

Your INT score is treated as being 10 if it is lower for the purpose of determining the ability score modifier to your spells saving throws. Your INT score is treated as being +4 higher for determining the highest level of spells you can cast.

**Maid-Chan (EX)**
**Type:** Social
**Requires:** Expert or Social starting role

You are an excellent, hardworking servant for a lucky master. When properly dressed in your elaborate and seductive maid's uniform, you may add your CHA modifier as a bonus on Repair and Profession checks.

**Midnight Grace (EX)**
**Type:** Racial
**Requires:** Nekomusume or Anthro race, black fur

Your glossy black pelt is as dark as the spaces between the stars. You are adept at blending into the shadows. Attacks made against you while in dim light have a 50% miss chance rather than the normal 20% miss chance. This ability does not grant total concealment; it merely increases the miss chance.

**Nekomini (EX)**
**Type:** Racial
**Requires:** Nekomusume race

You are far more human-like than other Nekos. Your feline features are limited to your golden eyes, a pair of pointed cat ears atop your skull and your expressive tail. You receive a +4 trait bonus on Disguise checks made to pass for human, and do not take a penalty on these checks for disguising yourself as a member of another race.

**Sexy Beast (EX)**
**Type:** Racial
**Requires:** Social starting role, non-human characters only

You were created as a sexual plaything by one of Black Japan's flesh-sculptors. You are naturally submissive. Each day, upon awakening, you may designate one character of either gender to be your master for that day. If within 30 ft of that person, you gain a +1 morale bonus on all attack rolls, skill checks and saving throws.

**T.B.M.S Poisoner (EX)**
**Type:** Combat
**Requires:** Blue Collar or Predator starting occupation

You're the guy the TBMS trusts to mix up the gas that puts down stray cat girls, hopefully using the cheapest ingredients possible, regardless of whether or not this makes their deaths more painful.

Increase the FORT Save DC of any poison you use against members of the Nekomusume player race or feline Anthros, regardless of the poison's type, by +1 and add one round to the duration of poisons with effects measured in rounds.

**Tufted Ears (EX)**
**Type:** Racial
**Requires:** Nekomusume race

Your ears are even larger than the norm, with an inner tufts of fur that accentuate their cute contours. You receive a +3 trait bonus on sound-based Perception checks.

## Nekomusume Racial Feats

**T.B.M.S. Catch-man (EX)**
**Type:** Combat
**Requires:** Blue Collar or Predator starting occupation

You've done time in a TBMS catch-truck, capturing and euthanizing stray cat-girls. You receive a +2 insight bonus on Combat Maneuver (grapple) checks and attack rolls made to inflict subdual damage on members of the *Nekomusume* player race or similar cat-women, including feline Anthros.

**Cat Form (SP)**

You can assume the form of an ordinary house cat at will.

**Requires:** Nekomusume race

**Benefit:** You can assume a fully feline form at will, as a standard action. You take the form of a cat familiar as if using *Beast Shape I.* Your cat form's pelt colors match your hair and fur colorations, no matter how unusual. While in cat form, worn or carried items merge with your body and become useless. You cannot return to your natural form independently however- you

must be petted or played with by any bipedal creature for at least a minute before you are able to resume your natural shape.

**High Bred Nekomusume (birthright)**

Nekomusume kittens from prestigious bloodlines- of impeccable heritage, dating back to the birth of the species during the early 1980s- command unearthly prices at public cat-girl auctions. These elite Nekomusume are often the fiercest competitors at Fashion Club Nekomini.

**Requires:** Nekomusume race, character level first

**Benefit:** Your racial ability score modifier to CHA is increased to +4.

**Ghost Mew (SP)**

You can speak with the souls of recently slain cats. Nekos with this ability are marked with either by monochromatic, stark white, midnight black, or slate grey fur.

**Requires:** Nekomusume race, WIS 13+, white, grey or black fur

**Benefit:** You can speak with any dead feline (slain within the previous day), including slain Nekomusume and feline Anthros. This ability functions identically to a combination of the *speak with animals* and *speak with dead* spells, save that it only applies to recently slain felines.

**Student Kitten (birthright)**

Occasionally, a batch of Nekomusumes are not sold on the open market. Growing more slowly than others of their kind, they mature more like human girls than cat-girl slaves; tax write offs and long-term sociological research mean that instead of being sold, this special 'class' of kitten girls are placed with human foster families, and allowed to attend public school. Most of these semi-free Nekos return to their breeders and allow themselves to be sold when they graduate highschool, but a few live as free cat girls in workaday Black Japan.

**Requires:** Nekomusume race, character level first, Student starting occupation

**Benefit:** You are a Neko teenager, and may add +1 to any mental ability score (INT, WIS or CHA) when you reach full maturity, which occurs when you graduate high school or gain 4 character levels (whichever comes first. You remove the racial ability score penalty to your INT score.

You may select an additional starting trait from the Social category that is available either to Nekomusume or characters with the Student starting occupation.

## The World Of Cats

Nekomusume are urban creatures, born and bred in Tokyo. Many live and die without ever leaving the Akihabara District. Here are some places important to the women-cats.

### *The Tokyo Bureau of Mythological Sanitation*

#### *Main Facilities in Shinagawa, Tokyo*

The TBMS has two kinds of employees: those who like watching beautiful, helpless things die, and those who have really, really pissed off their superiors. TBMS is a recent addition to the country's budget. The department's responsibility is to safely and (hopefully) humanely dispose of the Tokyo's region's wide assortment of weaker humanoid pests, especially the semi-feral packs of lesser **Nekomusune** which prowl the city.

The working conditions are miserable, respect is nil, pay is meager. Worse, TBMS workers often find themselves caught between their cat-girl prey and the far worse things that see wild Nekomusune only as an easy, savory meal. Workers have to prowl back alleys and filthy deserted tenements, knowing the tranq-guns they use to bag barely sentient felines won't be of much use against anything more formidable. If TBMS workers don't fall to some *oni's* talons, they usually end up on the wrong

end of a **Sisterhood** shotgun, as the feminist mages try their best to end the cat-girl genocide.

After a 16 hour shift of stunning, binding, tagging, and eventually gassing cat-girls, most workers just want a beer or ten, and a copy of the wanted listings. For those who willingly join the TBMS, though, it's the greatest job in the world. Nekomusune have no rights in Japan, not even the right to life. For sadists who enjoy sexual torture, rape and eventual murder, assignment to the TBMS is a way for them to legally indulge in their lusts. Though captured 'Nekos' are supposed to be euthanized humanely, few TBMS workers have the compassion or the energy to object if they aren't.

Some TBMS workers make a tidy living by selling tickets to a cat-girl cull. For a few thousand yen, anyone with connections can watch from rickety bleachers outside the **main gas chamber at Shinagawa** as a load of Nekomusune choke out their last breath. Visitors willing to part with a heftier bribe can buy themselves a few hours of rape before the gassing, or buy the right to finish the catgirls themselves, in any manner they see fit. Though the TBMS might occasionally sell a Nekomusune's death, the grey jumpsuit wearing sadists know better than to try and sell their captives as slaves.

The one TBMS worker dumb enough to try to break into the mystical slave trade was found in six separate dumpsters, but was still somehow conscious enough to deliver a warning to his shell-shocked partners. The ghouls of **Mansion Inugami** don't mind if city workers earn themselves a little blood money on the side, but cutting into their flesh trade is forbidden, upon pain of death. As long as the TBMS culling squads follow this one rule, the mercantile *oni* leave them mostly unmolested, though the workers know that Inugami 'inspectors' can arrive at any time to make sure their 'rules' are being followed.

## *Haunt:TBMS Gas Chamber (Cloudkill) (CR 7)*

The Tokyo Bureau of Mythological Sanitation has its main gas chamber in Shinagawa, Tokyo, and ancillary chambers throughout Japan in regional offices. Before the foundation of the TBMS in the late 1970s, the Japanese military controlled the population of rogue cat-girls, using outdated military execution facilities.

Though the old gas chambers are long shuttered, the agonizing death of so many catgirls there have given the dingy walls a hunger for blood and death. Urban renewal crews and squatters have stumbled across old gas chambers and died for their misfortune. Even though the gas mains haven't pumped cyanide in decades, the old ghosts in the walls still use their own occult miasma to kill.

**XP:** 3,200

**Alignment and Area:** This CE haunt occupies an old tiled gas chamber

**Caster Level:** 7th

**Notice:** Perception DC 24 to notice the faint coughing sounds echoing in the empty room, or to notice a the faint scent of burnt almonds. Members of the Nekomusume race or other feline species are not allowed a Perception check to notice the Haunt.

**HP:** 14

**Trigger:** When 3 or more living creatures or at least one Nekomusume enters the Haunt.

**Reset:** One hour

**Effect:** The Haunt casts *Cloudkill* (DC 16).

**Destruction:** A current, uniformed TBMS employee must be executed within the haunt, his blood splattered on all four walls to end the Haunt forever.

## *Tashiro-jima, Ishinomaki City, Miyagi Prefecture*

Nicknamed “Cat Island” by the locals, Tashiro-jima is a small island home to fewer than 100 human souls, but tens of thousands of semi-tame cats. Long ago, Tashiro-jima was a center of the silk trade, and its residents protected their valuable silkworms with cats, who ate the mice that threatened them. Of course, even though the silk industry died long ago, the tradition remains.

Most of Tashiro-jima’s human residents are elderly, and the two tiny villages dotting the island are going to die off completely, sooner or later. However, the island’s feline population outnumbers the humans by an order of magnitude or three. Dogs are not allowed on the island, and the locals dote on the vast packs of semi-tame strays. For Nekomusume, the island is a kind of mystic promised land. Any cat-girl capable of escaping from Tokyo alive probably heads to Tashio-jima sooner or later. The elusive feline village ‘**Nekoshima’** hides in the woods, mostly unnoticed by humanity, though a few of the islands grandmothers leave treats and toys for the local cat-girls from time to time.

The greatest threat to Tashiro-jima’s quiet serenity is external. Through a dummy travel company, the Akaname have booked ‘hunting tours’ to Tashiro-jima for TBMS employees. These blue-collar thugs are turning the entire island into a free-fire zone, and may have effectively ruined the cat-girls’ first attempt at building their own society.

Nekoshima is governed (badly) by **Reos** (CN male samurai Barbarian 11), a rare tom of the species, born in Kyoto back alley. He’s instantly recognizable in his makeshift leathers, styled in imitation of an o-yorai. His tiger-orange pelt is scarred with old burns- when he was only a year old, he freed a dozen catgirls from the back of a TBMS catch truck with moltov cocktail in one hand and a sword of scrap in the other, but was caught in the blast radius himself when the gas tank went up. It’s emblematic of his leadership style- he acts boldly without thinking, and ends up creating more crises than he solves.

Reos wants to fight. He desperately wants to fight, but no matter how many vacationing TBMS thugs he guts, there will always be more, and the rest of his tribe is far less competent than he. In fact, the thrill of the hunt, and a chance at taking Reos' elusive and lethal pelt, has only drawn more, and better hunters to the island. Reos solution….kill more of the fuckers and he's planning a hard, retaliatory strike against the TBMS itself if the hunts continue.

## *Ciao Kawaii Fun Park, Tama, Tokyo Prefecture*

Ciao Kawaii Fun Park is sprawling pink, white and pastel yellow amusement park about 40 minutes from Tokyo by train. And the trains are painted in the same super kawaii style, and play the theme music from the cutest anime in the world over and over and over.

Ciao Kawaii Fun Park is a major tourist destination, especially for families with children, and devotees of the cult of *kawaii*. Otaku come here often, either genuinely enjoying the place or enjoying just as much, but ironically. The park's 350 different gift shops sells anime dolls, DVDs, t-shirts and toys. One shop, hidden behind round golden doors that only open for wealthy visitors carrying an Amakaze-issued RFID tagged visitor's pass, sells specially bred Nekomusume. Unlike the lusty cat-girls bred in neighboring Tokyo, these pink and white furred beauties are bred to be nannies and favorite toys for very rich children.

Unknown to the park's senior gene-men, **Jouzo Makki**, the best of the cat-breeders on staff, has hired on with the **Golden Twelve Amakaze**. His last three litters of Nekomusume nannies have been encoded with subconscious assassination programming. The Golden Twelve's plan is simple- slip catgirl nannies into the homes of enemies of the Amakaze like adorable Trojan horses, and have them kill upon receipt of a special food-based command. Makki (LE male Human Smart 5/Field Medic 8) is a weary, baggy-eyed slimeball who maintains a begrudged blue collar air despite his advanced degrees in genetics and is only in it for the money.

## *Fairy Tale Student's Club, Rappongi District, Tokyo*

**The Fairy Tale Student's Club** is a gathering place for Black Tokyo's innocent young shapeshifters and apprentice witches. Kitsune, Dodoma, Nekos and anthros of all description, not to mention spellcasters with a flair for transmutation are all welcome at the messy two-bedroom apartment turned party-pad.

The Fairy Tale Student's Club is too raucous and fast moving for the more indolent Tanuki and too wild for most of the Clovers Academy's girls, though a few have no objection to sharing a beer and a laugh with the outsiders, immortals and occasional Guryohime crammed into the little flat. The Fairy Tale Student's Club is laughably informal, with the most trustworthy and assertive 'senior members' berating the younger partiers to cough up some yen to pay the rent and buy more beer and snacks. Anyone with shapeshifting talents or magical gifts is welcome at the crash-pad, where the parties start at sunset and usually last until everyone is passed out in front of the PS3 come dawn.

The Club has no real agenda, aside from providing a good time for its loose knit collection of members. Despite this, the club members are surprisingly loyal to one another, and will often come to each other's aid. A few of the more daring club members have taken to smashing up TBMS catch-trucks and freeing the shivering cat-girls inside, out of boredom as much as heroism. Most of the time, though the sexy young shape changers of the Fairy Tale Student's Club can be seen leaping along the neon-splashed Tokyo skyline. The laughter of their frivolous, acrobatic races can be heard far

below, even over the club district's unceasing music and street noise.

Some of the Club's luminaries include:

- **Jun Hattori:** is a clammy little pervert who hides the fact of his Akaname existence fairly well. He's the club's perpetual sidekick and the butt of most of the jokes, but he's far better with money and planning than anybody else. He is the club's unofficial treasurer. (NG male otaku Akaname Expert 1)

- **Yu Hideyoshi:** was only admitted to Clovers University because his mother is a powerful *miko* and his grandfather is **Dr. Nobunga** himself. So far, Yu hasn't shown a single glimmer of magical potential and is perpetually on the verge of flunking out. He spends most of his time lounging and drinking at the Club, where he demonstrates a real street savvy and a knack for convincing the more powerful members and hangers on to go along with his schemes. (CN male otaku Human Rogue 2)

- **Kaori Ryu:** is a seventeen year old, single-tailed kitsune who fled the Tatakama with her mother as an infant. Her mother died during their escape, murdered by the notorious Lord Sharkskin, and Kaori ended up in modern Japan's foster care system. She ran away from the Daikoin Temple a few years ago, and has been making a living as a thief and occasional camwhore. **Lord Sharkskin** still persues her, obsessed with devouring her liver as he did her mother's. (CG female ninja Kitsune Ranger 1)

- **Mie & Mau:** These twin white-furred feral Nekomusumes crash at the Club two or three nights a week. Where they go when they're not at the club is anybody's guess, but it was the twins who began harassing TMBS catch-trucks and freeing their less intelligent sisters. (LG and LN female Nekomusume Rogue 3)

## *Fashion Club Nekomimi, Ginza, Tokyo*

This exclusive bordello is located incongruously enough in Black Tokyo's financial district, and caters to *salarimen* on their few breaks. Club dues run into the millions of yen annually, and membership is exclusively Japanese, and only extended to those wealthy men whose families have produced a magic user in the last generation. Outsiders –especially mundane foreigners- are unwanted.

The club offers all the amenities of a high class whore house, including an excellent bar and a stage show where the most daring customers can have a go at one of the girls while the crowd cheers them on. **The Fashion Club** attracts large crowds of Harem Mages and Modern Spellcasters, because of its monthly *nekomusune* shows, where cat-girl enthusiasts bring their semi-sentient pets in to compete for titles of best and show, best in breed, and best lover. Contest purses and attendant betting can enter seven figure territory, and many of the best breeders spend millions of dollars sculpting the perfect cat-girl.

The Fashion Club is the brainchild and pet project of **Miss Momoi**, the pampered trophy wife of one of Japan's wealthiest bank presidents. Miss Momoi is herself a Nekomusune, a sleek tabby minx who remains property, but is allowed to work outside the home a little. Miss Momoi and her master are members of **The Amakaze**, making the Fashion Club an ideal (and trendy) place for Japan's oni-kissed elite to do business.

Unlike many places in Black Tokyo, where *nekos* are routinely abused and discarded, the *nekos* attending the monthly Fashion Club shows are relatively well treated, if only because they are expensive and stunningly perfect status symbols.

Free *nekos* are welcome at the Club, and are allowed to compete for the high dollar prizes. However, free Nekomusune must find a trainer and accept the leash. During the competition free cat-girls must be as totally obedient and submissive as their enslaved cousins. Outside of competition days, free *nekos* and pampered kitty-girl slaves alike visit the Fashion Club for grooming, styling and general luxury. The Fashion Club's expert tailors produce some of the finest Cosplay and Pony gear in the nation, and have a reputation for turning even the mangiest alley cat into a luxuriant feline sex symbol.

## The Fashion Club's Biggest Events

The Fashion Club is popular year round, but a few events each year are especially prestigious. High dollar contests for Nekomusume occur during these festival days.

**January 1. New Year's Festival/Love Competititon.**

This event challenges Nekos to earn the title of Supreme Feline Lover. Audience and judges are one in the same- wealthy businessmen and politicians that the Amakaze want to curry favor with. The crowned Supreme Feline Lover (or her master) earns a 10 million yen purse.

**March 3. Girl's Festival/Beauty Competition.**

The hottest of all the Fashion Club's beauty contests, this event culminates a series of beauty and poise contests that began the previous October. The most beautiful, glamorous and well trained Nekomusume earns a purse worth nearly 5 million dollars, and more importantly, her owner earns probationary membership in the Amakaze.

**September 9. The Chrysanthemum Festival/Fashion Competition.**

This well attended festival sees the club's pet cat-girls dressed in high fashion designer gowns and beautiful traditional kimono. Owners trade cat-girls among each other for the night, and use the opportunity to discuss business. More than a few corporate mergers were inked because CEOs bonded over a discussion of the merits of their personal cat-girls.

## *Hell Studio Nippon, Broadcasting from the Akihabara District, Tokyo*

The Hell Studio broadcasts sporadically, pirating the NHK signal, using occult transmitters hidden in an office tower overlooking Electric Town. Hell Studio Nippon is the 'official' television station of Black Japan's demons. Wealthy and well connected *oni* purchase 'descramblers' which look like wooden prayer beads. They wrap these around the power cord of an ordinary television and if it is one of the roughly 108 nights of the year when Hell Studio Nippon is broadcasting, they can receive the signal.

Hell Studio Nippon broadcasts from one of several studios, hidden in the missing thirteenth floor of several office buildings owned by the **Amakaze**. Humans never see this floor, but here, demons produce grim parodies of modern news casts, reality television and game shows, all designed to appeal to an audience of *oni.* Baseball and soccer play constantly- either current live games or celebrated matches from years past. As much time is dedicated to broadcasting the current *Hashin Tigers* games as the horrors of the **Night Stadium.**

The Hell Studio's director is a **Jurogumo** (see the Black Bestiary) called **Lady Ahy Vulgaris.** She is the one who decide programming, and is the sadistic genius behind many of the Hell Studio's most torturous games. While kidnapping and torturing unwilling humans to death is always good TV, Lady Ahy has realized her best ratings are for semi-consensual torture. The guro-games she devises are almost invariably lethal, but they are fair- a particularly tough, clever or cruel human can win these games. The few that do earn a fortune that they couldn't spend in five lifetimes- the rest become necro-toy meals for the demonic studio guests. Black Japan's truly desperate have two choices these days- either jump in front of a bullet train or sign up for a 'game' at Hell Studio Nippon. Both are equally certain means of suicide, but at least there's a 0.0001 percent chance of striking gold at Hell Studio.

The most popular *guro-game shows* this season include:

- *All Purpose Nekomusume*- Not strictly a game show, this reality show is glossy propaganda about the joys of Nekomusume ownership. Watch an assortment of beautiful cat girls groom, play, fuck and die all in HD color.

- *Killing Heart Mambo*- A human *salariman* with no combat training whatsoever is given the best magical weapons Hell Studio Nippon has on hand, and is tossed into an arena against wave after wave of no-hope minor *oni* or demonic animals.

  The audience likes seeing weaker members of their own kind get massacred by some human weakling before he's crushed under sheer weight of numbers. The few

humans who survive find their darkest dreams- usually of rape, dominance and greed- coming true and a junior *oni* who strikes the killing blow finds himself elevated in Hell's cruel caste system.

- *Smiling Exit*-A beautiful but suicidal Japanese woman is strapped down and is slowly and lovingly tortured to death with Pleasure magic and demonic dildos. Victims are often wealthy business women facing poverty after an Amakaze induced turn of fortune, idols and AV stars slightly past their prime and facing obscurity, even beautiful teens who couldn't find the path to the Hanging Academy. There's no way to 'win' this game- just see how much pleasure your greedy body can absorb before it finally fails. Lady Ahy herself often participates and her guest appearances are among the most memorable TV on Hell Studio.

- *Ten Minutes Hell!* Some poor soul (equally likely to be a beautiful bishi boy or a busty American tourist) gets strapped to a torture bed and is set upon by this episode's celebrity *oni* guest. If the guest can endure ten minutes worth of agony without begging to be killed, he or she becomes a billionaire. And if this episode's guest torturer is feeling especially generous, he or she might even receive magical healing. So far, most players never make it past the 7th minute.

## *F-Neko, Ikebukuro District, Tokyo*

F-Neko (short for Free Neko) is a 'cat café' where guests can pet the 16 tame felines that call the café home or spend time playing with Wii and PS2s scattered around the premises. F-Neko is owned by **Maoko**, (CG female Nekomusume Hentai Hero 1, Rogue 5), who does what she can to help her people. There's donation jars near the register for the Sisterhood and abolitionist groups. Maoko offers what medical care she can to injured ferals, which is pretty much limited to basic first aid. She's got contacts who can get runaway Nekos identity papers and Philippine passports. Maoko has turned more than a few young otaku in the neighborhood into passionate abolitionists.

## *Kyosaia Residence, Ota District, Tokyo*

**Bake Kyosaia** (LE male burakumin Human Dedicated 8/Charismatic 2) is the Diet minister in charge of the **Toksyo Bureau of Mythological Sanitation**. This dead end appointment is as high as he's ever going to rise- officially, job discrimination against members of the old *burakumin* clans is illegal, but practically it has ended his ambitions.

Kyosaia's estate is a recreated, castle-like structure of great beauty, hidden behind high stone walls and protected by video surveillance and blind *Kanedama* guards. Old growth sakura trees decorate the grounds, which also include a tiny but still rather impressive European-style hedge maze.

Kyosaia himself is a joyless monster of a man who revels in sadism. He divorced his wife last year, leaving her disgraced, penniless and suicidal. He cut off all contact with his children, except for his eldest daughter, **Konohana** (LE female burakumin Human Fighter 6) who is just as bad. Father and daughter hunt Nekomusume captured by the TBMS using Bake Kyosaia's huge (and very, very illegal) collection of American automatic pistols. Prefecture police know to ignore the gunshots coming from the Kyosaia residence.

| Monster | Challenge Rating | Size, Type and Subtypes | Core Concept |
|---|---|---|---|
| Catgirl Sorceress | CR 5 | Medium NG Nekomusume Sorceress (dreamspun) 6 | Beautiful, arcane protector of catgirls |
| Feral Nekomusume | CR ½ | Medium CN Nekomusume Warrior 2 | Street-living catfolk |
| Koma-Inu | CR 8 | Large N Construct | Stone lion guardian |
| Mie/Mau | CR 2 | Medium LG or LN Nekomusume Rogue 3 | Irritating twin catgirl assassins |
| Reos, Neko Barbarian | CR 10 | Medium CN Nekomusume Barbarian 11 | Dimwitted, violent alpha male Neko of the Nekoshima colony |
| Dr. Gendo Sukakagi | CR 12 | Medium CE Human Modern Spellcaster 13 | Nutjob mad scientist who bred the first catgirls |
| TBMS Catcher | CR 3 | Medium LE Human Strong 4 | Professional killer of cat-girls |
| TBMS Gasser | CR 6 | Medium LE Monstrous Humanoid | Walking gas chamber |

## *Catgirl Sorceress (CR 5)*

**Medium NG Nekomusume Sorceress (Dreamspun bloodline) 6**
**XP** 1,600
**Init** +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +2
**Languages** Celestial, English, Japanese

**Defense**
**AC** 22 **Touch** 16 **Flatfooted** 20 (+2 DEX, +2 busty, +4 deflection, +4 armor)
**HP** 6d6 hp (24 HP)
**FORT** +2 (+6 vs environmental cold) **REF** +4 **WILL** +7

**Offense**
**Spd** 30 ft Climb 30 ft
**Melee** +3 unarmed strike (1d4 non-lethal)
**Ranged** +3 ranged touch… acid splash (1d3 acid, 40 ft range) or
+3 ranged touch… scorching ray (4d6 fire, 40 ft range)
**Spellcasting (CL 6th Concentration +9)**
*Third (four slots)* - Disarming Breasts*
*Second (six slots)* – Scorching Ray, Super Breast Rainbow* (R-DC 17)
*First (eight slots)* – Busty Bounce Back*, Busty Milk*, Mage Armor, Quick Cum+ (W-DC 16) – (mage armor is factored into AC already)
*Zero*– Acid Splash, Daze (W-DC 16), Impudent Little Tongue+, Myo Myo Kyun+, Resistance, Prestidigitation, Touch of Fatigue (F-DC 16)
**Spell-like Abilities (CL 6th Concentration +9)**
At Will - *light* or *dancing lights*
* found in Busty Extreme! and reprinted in Enchantments of Black Japan
+ found in Enchantments of Black Japan

**Statistics**
**Str** 10 **Dex** 15 **Con** 11 **Int** 13 **Wis** 14 **Cha** 21
**Base Atk** +3 **CMB** +3 **CMD** 15

**Feats** Eschew Materials, High Bred Nekomusume, Magical Aptitude, Spell Penetration
**Skills** Bluff +8, Diplomacy +8, Knowledge (arcana) +7, Knowledge (pop culture) +4, Spellcraft +9, Use Magic Device +13
**Gear** *casual steel,* iPhone, potion of cure light wounds x2, *Hotei's Purse, New Day Panties*

**Ecology**
**Environment** any urban (Japan)
**Organization** often solitary, sometimes accompanied by cat-girl protectors statistically equivalent to Mie and Mau
**Treasure** standard (including gear)

**Special Abilities**

**Busty Extreme!**
The Catgirl Sorceress receives a +2 busty bonus to AC; this functions as a natural armor bonus, save that it only applies when she is nude or revealingly dressed. She may cast spells with the *busty* component.

**Dreamspun Bloodline Arcana**
Whenever the Catgirl Sorceress targets a single creature with a spell, she gains an insight bonus equal to ½ the spell's level, to Armor Class and saving throws against any spell or attack made by that creature for one round.

**Feline Nimbus (SU)**
A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the glamourous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights* spell as cast by a first level sorcerer.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid, including Felis anthros) within 60 ft of the

Nekomusume receives a +1 luck bonus on saving throws, which lasts as long as the Nekomusume chooses to glow. This bonus also applies to the Nekomusume herself.

**Lullaby (SP)**

The Catgirl Sorceress can use Lullaby as a spell-like ability eight times per day. The effect lasts for one minute and requires concentration, and the penalty on saves versus sleep effects increases to -4.

**Roleplaying**

The Catgirl Sorceress is a busty, bubbly bundle of affection, kindness, benevolence and kitty-cat willpower. Likable and charming, this vivacious spellcaster follows her dreams, and draws power from her fantasies, both nocturnal and waking. The Catgirl Sorceress dreams of a time when all her sisters are free, and is a fierce defender of Tokyo's ferals. Despite her beauty and gentle nature, the mere rumor of the Catgirl Sorceress is *terrifying* to TMBS goons. A confirmed sighting of this powerful, idealistic spellcaster can make a squad of TBMS Catchers abandon their plans for a cull in a particular district or neighborhood, and even the rumor that she might be in the area is enough to make them gear up for a full-scale arcane war.

The Catgirl Sorceress was bred for extraordinary, heart-stopping beauty, and cats of her proud lineage are known for their huge, perfect breasts. She has mastered *Busty!* magic, and dresses to accentuate her voluptuous shape. In battle, the Catgirl Sorceress prefers to use magic for trickery or self defense. She's mastered several spells that incapacitate without killing, and prefers to use them rather than lethal combat magic. But piss her off enough, and she can unleash gouts of mystical flame more than sufficient to cook a TMBS thug in his armor.

## *Feral Nekomusume (CR 1/2)*

**Medium CN Nekomusume Warrior 2**
**XP** 200
**Init** +1 **Senses** Darkvision 60 ft, lowlight vision, Perception -1
**Languages** Japanese
**Aura** Feline Nimbus (60 ft, felines receive a +1 luck bonus to all saves)

**Defense**
**AC** 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 armor)
**HP** 2d8 hp (9 HP)
**FORT** +3 **REF** +3 **WILL** -1

**Offense**
**Spd** 35 ft Climb 35 ft
**Melee** two +4 claws (1d6+2 slashing, 20/x2)
**Spell-like Abilities (CL 1st, Concentration +1)**
At Will - *light* or *dancing lights*

**Statistics**
**Str** 14 **Dex** 12 **Con** 11 **Int** 5 **Wis** 9 **Cha** 11
**Base Atk** +2 **CMB** +4 **CMD** 15
**Feats** Armor Proficiency (light), Lightning Reflexes
**Skills** Climb +6, Knowledge (local) +1
**Gear** tattered rags (treated as leather armor)

**Ecology**
**Environment** any urban (almost unknown outside Japan)
**Organization** pair, trio or pack (4d4), often accompanied by ordinary cats, panthers or even big cats (such as lions 'rescued' from zoos or breeding farms)
**Treasure** half standard

**Special Abilities**

**Feline Nimbus (SU)**

A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the glamourous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights* spell as cast by a first level sorcerer.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid, including Felis anthros) within 60 ft of the Nekomusume receives a +1 luck bonus on saving throws, which lasts as long as the Nekomusume chooses to glow. This bonus also applies to the Nekomusume herself.

**Roleplaying**

Feral Nekomusume are a dangerous, barely sentient predator species that thrives in Black Japan's occult underworld. Huge packs of these cat/human hybrids roam the cities, lairing in abandoned buildings and subway stations, in cardboard lairs behind sushi bars and neon-lit nightclubs.

Individually, feral Nekos are no real threat to an adult human, though there are stories about bands of cannibal Nekos snatching children off the street. When one of these rumors spreads, the TBMS is out in force and teachers make it a point to escort their children to the classroom, but whether the Nekos are a scapegoat or actual predator is ususally open for debate. Most times, an aggressive Neko beggar can be driven off with nothing more than raised voices, and most are skittish around humans.

Occasionally, a band of Nekos fall under the sway of a true sociopath, either of their own race or another. These bands become every bit as dangerous as the Japanese Diet tells people feral Neko packs are. The most powerful hunters of these bands are 3rd level Warriors, with a CE alignment, and they select Rapist's Camaraderie (*see Races of the Tatakama*) as their third level feat choice.

## *Koma-Inu (CR 8)*

**N Large Construct**
**XP** 4,800
**Init** +2 **Senses** Darkvision 60 ft, Perception +0
**Languages** none

**Defense**
**AC** 21 **Touch** 11 **Flatfooted** 19 (-1 size, +2 DEX, +10 natural)
**HP** 10d10 + 20 hp (75 HP)
**FORT** +3 **REF** +5 **WILL** +3
**Immune** construct immunities, Bludgeoning damage

**Offense**
**Spd** 50 ft
**Melee** +16/+11 claws (2d6+7 slashing, 20/x2)
**Special Actions** pounce, rake (2d6+7 slashing, 20/x2)
Deafening Roar (30 ft radius 2d6 sonic plus *deafness* 1d4 minutes, FORT DC 16 negates)

**Statistics**
**Str** 25 **Dex** 14 **Con - Int - Wis** 10
**Cha** 1
**Base Atk** +10 **CMB** +18 **CMD** 29 (+33 vs trip)

**Ecology**
**Environment** any urban (Japan)
**Organization** usually pair, occasionally solitary
**Treasure** usually standard, sometimes much more (protected goods)

**Special Abilities**

**Divine Father of Cats (SU)**

In addition to its role as a guardian beast, the Koma-Inu also serve as a focal point for a unique kind of sexual magic. Across Japan, its an open secret that if you wish to bear a cat-child, masturbating to orgasm with the Koma-Inu's stone phallus will help you accomplish your goal.

Any humanoid female who willingly does so is impregnated with either a Felis Major Anthro (male) or Felis Minor Anthro or Nekomusune (female) child. Women from across Japan occasionally visit the Fashion Club for this reason and are welcomed gladly by the club's owners.

Unless attacked first or specifically ordered to do so by its creator, a Koma-Inu will not attack a member of a feline species. The otherwise mindless monster considers all such beings its children.

**Deafening Roar (SU)**

As an attack action, the Koma-Inu can throw back its stone head and unleash a roar like an airliner taking off. All creatures within a 30 ft radius of the stone cat suffer 2d6 points of sonic damage and must succeed at a DC 16 FORT Save or be deafened for 1d4 minutes.

**Roleplaying**

Traditionally, Koma-Inu guardians were ornately sculpted lions flanking the entrances of great Buddhist temples. In the modern era, these artfully carved and expertly painted lions also guard the doors of Fashion Club Nekomimi. These new-era living statues are even more spectacular than their ancient relatives. Their stone bodies are etched and painted with anime style. Magic and luminous neon tubes buried deep within their nearly indestructible stone hides bathes new-era Koma-Inu in a rainbow of patterns and colors.

Many of the Occult Vending Machines hidden throughout Japan are also protected by a single Koma-Inu, who slumbers within the machine until summoned. Thieves beware.

**Construction**

A Koma-Inu can be constructed from several about a ton of fine granite or marble, mixed with the urine of a Nekomusume who has not yet been bred, worth about 900 gp/DC 17.

**Koma-Inu Creation**

**CL** 9th **Price** 3,750 gp (DC 22)
**Construction**
**Requirements** Craft Construct, *geas/quest, magic fang, stoneskin*
**Skill** Craft (sculpture) DC 15 **Cost** 7,500 gp (DC 25)

## *Mie & Mau, Catgirl Rogues (CR 2 each)*

**Medium LG or LN Nekomusume Rogue 3**
**XP** 600
**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, Perception +8
**Languages** Japanese

**Defense**

**AC** 16 **Touch** 13 **Flatfooted** 13 (+2 DEX, +1 dodge,+3 armor)
**HP** 3d8 + 3hp (18 HP)
**FORT** +2 **REF** +5 **WILL** +3

**Offense**

**Spd** 30 ft Climb 30 ft
**Melee** +2 combat knife (1d6 slashing, 19-20/x2)
**Ranged** +5 suppressed MP5 (2d6 ballistic, 20/x2,50 ft range increment, semi auto, 30 box)
**Sneak Attack** +1d6
**Special Qualities** Trapfinding, Trap Sense +1

**Statistics**

**Str** 11 **Dex** 15 **Con** 13 **Int** 9 **Wis** 14 **Cha** 13
**Base Atk** +2 **CMB** +2 **CMD** 15
**Feats** Advanced Firearms Proficiency, Armor Proficiency (light), Dodge, Gifts of Ecstasy, Personal Firearms Proficiency, Simple/Marital Weapons Proficiency Skill Focus (stealth)
**Skills** Acrobatics +8, Bluff +7, Climb +8, Knowledge (local) +5, Perception +8, Stealth +12, Use Magic Device +7
**Gear** studded leather armor, combat knife, suppressed H&K MP5 and 4x spare clips, cellphone

**Ecology**

**Environment** any urban (usually somewhere in Rappongi)
**Organization** paired with her twin sister
**Treasure** standard

**Special Abilities**

**Evasion (EX)**

If Mie or Mau is exposed to any effect that normally allows a character to attempt a

Reflex Save for half damage, she suffers no damage on a successful saving throw. This ability can only be used when Mie or Mau is wearing light armor or no armor.

**Kiss Catgirl (SP)**

The sight of two cat-girls kissing can warm even the coldest heart. Four times per day, Mie or Mau can kiss another Nekomusume or feline Anthro as a full round action. Doing so creates a *Bless* effect centered on the kissing catgirls, which affects all allies who would be sexually attracted to the Nekomusume. The caster level is equal to the sum of the two catgirls' total character levels (6th level if Mie and Mau kiss).

**Nimble Climber (EX)**

When Mie or Mau fails a Climb check by 5 or more, she can immediately make another Climb check at the surface's base DC +10. If successful, she stops her fall by clinging onto the surface. Mie/Mau does not take falling damage when she stops her fall in this manner.

**Roleplaying**

Mie and Mau are identical twin Nekomusume, with the silky white pelt and

vibrant blue eyes of a Persian-*sapiens* hybrid. They don't talk to humans much, and don't really trust them, though they occasionally open up to spellcasters, *Kitsune* and other Nekos. Most of the time, the twin sisters/hawt lesbian lovers keep to script of the movie of their life story playing in their heads. It's half porno and half big gun action movie, and Mie and Mau conduct themselves in accordance with this cinematic fantasy running through their white furred heads. They spend most of their free time kissing and cuddling distractingly with each other, only to pull out their MP5 to rake a TBMS executioner with a line of semi-auto tracers before spitting out a good one liner. (Yes, they've loaded a suppressed weapon with tracers. Yes, they fully realize how stupid this is. Yes, they do it anyway.)

Come to think of it, most of the time, when they open their mouths, an action movie cliché comes out. Mie and Mau (nobody is really sure which is which) finish each others sentences or argue about old grievances that nobody but them understands. They're always laughing at some joke that only they know. The twin catgirls are never more than tail's length away from each other.

When they go into battle, it's in matching matte black body armor. One of them (we think Mie) accents her armor with pink, while the other accents her armor with orange. Both carry suppressed submachine guns that they lavish almost maternal affection upon.

## Ridiculous Fucking Guns (CR 4 each)

Occasionally, Mie and Mau bust out even more ridiculous weapontry- futuristic guns the size of small mopeds that fire bolts of anti-matter, charged particles and caged singularities.

Nobody knows where the catgirls get these sci-fi guns, but they are certainly enthusiastic in their overkill, and seemingly unconcerned with their weapons destruction. They abandon their mammoth guns as necessary, along with any other ultra-tech they display. If the situation calls for the BFGs, the twin catgirls also usually outfit themselves with advanced, form-fitting powered armor with minor strength enhancement and flight capabilities. Note that everything is rigged to self destruct if the catgirls' brainwaves cease. It's rumored the catgirls have caches of their 'overkill cannons' and multiple suits of customized, flight capable powered armor at ammo caches hidden throughout Tokyo.

If you wish to increase Mie and Mau's offensive and defensive punch, make the following changes to their statblock.

## Mie & Mau: BFG Mode

**AC** 21 **Touch** 13 **Flatfooted** 19 (+2 DEX, +1 dodge, +8 armor)
**HP** 3d8 + 3hp +50 hp (from armor) (68 HP)
**Spd** 30 ft Climb 30 ft Flight 90 ft (average)
**Melee** +5 combat blades (1d8 +3 slashing, 19-20/x2)
**Ranged** +5 overkill cannons (3d6 energy*, 20/x3, 100 ft range increment, fully automatic, 30 cell)

*The damage from the overkill cannon is an unspecified energy type, and is not subject to energy resistance or immunity. Targets destroyed by this cannon are disintegrated.
**Special Attacks** Overkill Cannon Breath Weapon (every 1d6 rounds, 6d6 energy*, 30 ft line, REF DC 12 half)
**Gear** as main statblock plus overkill cannon, and 5x spare energy clips

## *Reos, Feline Barbarian (CR 10)*

**Medium CN Nekomusume Barbarian 11**
**XP** 9,600
**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +11
**Languages** Japanese (sorta….)

**Defense**
**AC** 16 **Touch** 12 **Flatfooted** 14 (+4 armor, +2 DEX)
**HP** 11d12 + 44 hp (121 HP)
**Damage Reduction** 2/-
**FORT** +9 **REF** +7 **WILL** +5

**Offense**
**Spd** 40 ft Climb 40 ft
**Melee** two +16 claws (1d6+5 slashing, 20/x2) or +17/+12/+7 flaming greatsword (2d6+5 slashing +1d6 fire, 19-20/x2)

**Ranged** +13 moltov cocktail (1d6 fire/1 splash and set on fire, 20/x2, 10 ft range increment)
**Special Qualities** Improved Uncanny Dodge, Trap Sense +3

**Statistics**
**Str** 19 **Dex** 14 **Con** 15 **Int** 6 **Wis** 14 **Cha** 13
**Base Atk** +11 **CMB** +15 **CMD** 27
**Feats** Lightning Reflexes, Power Attack, Run, Toughness
**Skills** Climb +12, Handle Animal +9, Perception +11, Survival +11
**Gear** +1 flaming greatsword, mwk studded leather, 2-3 moltov cocktails

**Ecology**
**Environment** temperate forests (in and around "Nekoshima")
**Organization** solitary, or accompanied by 2-5 1st level Nekomusume warriors, rangers or barbarians
**Treasure** half standard

**Special Abilities**

**Rage (EX)**

Reos can rage for up to 27 rounds per day.

While raging Reos gains a +6 morale bonus to STR and CON as well as a +3 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 3 HP per Hit Dice (66 hp), but these disappear when the rage ends and are not lost first like temporary HP. Reos cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

Reos can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, Reos has access to the following special powers.

- *Animal Fury (EX)* While raging, Reos gains a bite attack. If used as part of a full attack action, the bite attack is made at full BAB-5. If the bite hits it inflicts 1d4+4 piercing damage. Reos can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by Reos against the target this round are at a +2 bonus.

- *Beast Totem (SU)* While raging, Reos gains a +3 natural armor bonus and gains the Pounce special quality. He may make a full attack at the end of a charge. In addition the damage from his claws increases to 1d8+5 slashing and inflicts x3 damage on a critical hit.

- *Powerful Blow (EX)* Reos gains a +3 bonus on a single damage roll. This power is used as a sift action before the roll to hit is made. This power can only be used once per rage.

- *Raging Climber (EX)* While raging, Reos adds his level (+11) as an enhancement bonus on Climb skill checks.

## *Changes to Reos' Statblock While Raging*

**AC** 17 **Touch** 13 **Flatfooted** 12 (+4 armor, +5 DEX, -2 rage effects)
**HP** 11d12 + 110 hp (200 HP)
**FORT** +11 **REF** +7 **WILL** +8
**Melee** two +18 claws (1d8+7 slashing, 20/x3) and +13 bite (1d4+4 piercing, 20/x2) or +19/+14/+9 flaming greatsword (2d6+7 slashing +1d6 fire, 19-20/x2)
**CMB** +17 **CMD** 29
**Skills** Climb +18

**Roleplaying**

Dimwitted but courageous, Reos protects the cat-girl colony "Nekoshima", somewhere off the coast of the Miyagi Prefecture. He thinks of the feline refugees as his personal harem and the

muscular tiger-man protects them with all the fury of an alpha lion protecting his lionesses. Reos is direct to the point of tactlessness. Reos is easily suckered by a pretty face- especially a Neko in heat- or flattery, no matter how obviously false or sarcastic. He has a shaky grasp of the Japanese language, and an illiterate's mistrust of the written word. He actively discourages the kittens born at Nekoshima from learning to read.

Reos is a massive tiger-human hybrid. He stands well over six foot tall, and has a weightlifter's physique. His right arm, shoulder and pectorals are covered in gnarled scar tissue- the result of a mistimed moltov cocktail thrown during the liberation of several catgirls from a TBMS gas-truck. His accident hasn't taken his love of fire as a weapon. He still carries moltovs, and acquired a flaming sword with a blade nearly six foot long, from…somewhere. He brags endlessly about his fiery greatsword, and about his scars, and his victories, and his tree-trunk cock, and about his harem and about anything else his dim brain conjure up a feeling of pride about, but he never elaborates on exactly who gave him the sword, or why.

## *Dr. Gendo Sukakagi (CR 12)*

**Medium CE Human (cyborg) Modern Spellcaster 13**
**XP** 19,200
**Init** +0 **Senses** Darkvision 60 ft, Perception +17

**Languages** Cantonese, Dwarven, Draconic, English, Japanese, Mandarin, Russian

**Defense**
**AC** 14 **Touch** 14 **Flatfooted** 14 (+4 deflection)
**HP** 13d6 hp (47 HP)
**FORT** +4 **REF** +4 **WILL** +11
**Immune** flanking

**Offense**
**Spd** 30 ft
**Melee** +7/+2 shortsword (1d6 slashing, 20/x2)
**Spellcasting (CL 13th, 68 spell points, Concentration +24)**
**Ninth** Gate, Pulse of Misogyny* (W-DC 24), Sadistic Dissection, Mass* (F-DC 24)
**Seventh** Cure Serious Wounds, Mass, Delayed Blast Fireball (R-DC 23), Form of the Dragon II, Greater Polymorph, Regeneration, Resurrection
**Sixth** Antimagic Field, Anthropomorphize the Problem… And Fuck It*, Disintegrate (F-DC 22), Repulsion (W-DC 22), Sadistic Dissection (F-DC 22),
**Fifth** Baleful Polymorph (F-DC 21), Cloudkill (F-DC 21), Corrupting Tentacles* (W-DC 21), Flesh Spasm*, Mage's Faithful Hound (summons a cat instead), Mage's Private Sanctum, Polymorph, Urban Stride*, Vibrating Torture* (F-DC 21)
**Fourth** Beast Shape II, Cure Critical Wounds, Enlarge Person, Mass,
**Third** Fireball (R-DC 18), Fly, Haste, Keen Edge, Ray of Exhaustion (W-DC 17), Wall of Fire
**Second** Cat's Grace, Detect Thoughts, Electrical Transition*, Make Whole, Resist Energy, Scorching Ray (R-DC 17)
**First** Cure Light Wounds, Enlarge Person, Magic Missile, Magic Weapon, Mage Armor, POETICA Programming*, Quick Cum (W-DC 16), Stunning Orgasm (W-DC 16), True Strike
**Zero** (at least his top 5 favorites) Aid, Comfortable Act*, Happy Swell*, Mending, Prestidigitation

*Enchantments of Black Tokyo

**Statistics**
**Str** 8 **Dex** 11 **Con** 10 **Int** 21 **Wis** 16 **Cha** 14
**Base Atk** +6 **CMB** +5 **CMD** 15
**Feats** Catch Off Guard, Craft Wondrous Items, Craft Magic Arms and Armor, Disruptive Spell, Ectoplasmic Spell, Empower Spell, Maximize Spell, Persistent Spell, Quicken Spell
**Skills** Craft (alchemy, electronics) both at +24, Computer Use +24, Heal, Knowledge (arcana, pop culture, technology) all at +23, Linguistics +22, Perception +17, Repair +22, Spellcraft +24

+1 short sword, several bottles of Jack Daniels in his lab coat

**Ecology**
**Environment** any urban (in crappy neighborhoods, living out of an old van down by the river)
**Organization** solitary
**Treasure** double standard (hidden in the aforementioned crappy van down by the river)

**Special Abilities**

**Cyberlimb (EX)**

Dr. Sukakagi replaced his right arm at the shoulder after an industrial accident involving a catgirl, an untested sexual position and an unfortunately non-secured vat of industrial solvent. He can branch his hand (splitting his fingers apart on previously concealed seams into thousands of wire-like manipulators) that allow him to perform Craft checks involving precision work in half the usual time.

**Cybernetics** Cyberoptics (Compound Optics Band, Micro Optics, Nightvision Optics), Basic Cyberlimb (right arm, branch type hands), Cybernetic Power Supply (x5), Onboard Computer, Skill Databases (+2 equipment bonus Craft:alchemy, Craft:electronics, Computer Use, Heal, Repair, and Spellcraft checks)

**Gear** alchemist kit, electronics kit, first aid kit, surgery kit, laptop computer, 3x potions of cure serious wounds, ring of protection +4, multi-terrabit harddrive full of furry and catgirl porno,

**Cyber Optics (EX)**

The flat band of advanced micro-cameras that replace Dr. Sukakagi's organic eyes provide him with a 360 degree field of vision. Dr. Sukakagi cannot be flanked.

His advanced optics also provide him with Darkvision 60 ft and a +1 cybernetic bonus on Appraise, Craft, Disable Device, Heal, Linguistics (forger), Perception checks, thanks to his micro-vision optics.

**Modern Spellcaster (SU)**

Dr. Sukakagi can cast any spell in the *Pathfinder Roleplaying Game Core Rulebook, D20 Modern* FX rules or other source, from any class list. If a spell is available to multiple classes, Dr. Sukakagi can learn it at the lowest level possible. Dr. Sukakagi is a spell point-based spell caster – to cast a spell, he must spend a number of spell points equal to the spell's level (including any metamagic level adjustment). He can also attempt to cast spells beyond what he safely can cast, called overcasting, but at great personal risk.

Dr. Sukakagi can safely cast up to 7th level spells.

Eight hours of sleep or restful calm allows Dr. Sukakagi to recover 36 spell points, or he can spend an action point to instantly recover 2d6+2 spell points as a full round action.

**Overcasting (SU)**

Dr. Sukakagi can attempt to cast spells beyond 7th level, including those enhanced by metamagic. Doing so is risky. Dr. Sukakagi must succeed at a WILL save (DC 15 + spell level) or the spell is not cast. Furthermore, Dr. Sukakagi suffers 1d10 points of damage per level of the failed overcast spell. In addition, if Dr. Sukakagi fails his WILL save by 5 points or worse, he expends every spell point remaining in his pool, suffering +1 hit point damage per spell point expended.

**"Purely for Medicinal Use" (SU)**

As a full round action Dr. Sukakagi can take a deep draw on his whiskey bottle. Doing so provides him with the ability to resist 20 points of damage caused by overcastting for one full round. During this round, if Dr. Sukakagi suffers damage caused by overcastting, and survives with spell points remaining, he may immediately cast any Cure spell as a swift action. This counts against his limit of one quickened spell in a round.

**Roleplaying**

Dr. Sukakagi is crazy as fuck.

The 'father' of the catgirl race is a wild-eyed, frizzy haired, Japanese mad man in a stained white lab coat. His right arm and his eyes have been replaced by bulky cybernetics- he could of easily acquired fully humanistic prosthetics, but he choose obvious chrome cybertech because it 'looked cooler'. There's a 50 percent chance he's wearing trousers on any given day, and if he's not, it's a good bet his 'little lab assistant' is poking out of his Hello Kitty boxers.

He's prone to grandiose statements and grand pontifications that cat-girls are the most highly evolved race in the galaxy, and that the future of humanity is FURRY!! YIFF! YIFF! He's especially poetic and enthusiastic when he's drunk, which is most of his waking life. The quintessential mad scientist, Dr. Sukakagi is prone to abducting pretty college girls and office ladies in an attempt to genetically rebuild them into whatever cat-girl Messiah he's having visions of this week. His schemes are bold, impetuous and very poorly thought-out. Most of his big ideas begin life as doodles on a bar napkin. He lives in a crappy panel van down by the river and squats in abandoned buildings, which he converts into laboratories that even your average meth-cook would find unsanitary.

In battle, he's Mr. Fucking Blasty-Mage. He will overcast the nastiest combination of metamagic enhanced combat magic he can dream up. Suck down a Quickened, Empowered, Maximized, Disruptive, Persistent *Disintegrate*, asshole! There's a very good chance he's going to cook himself by overcastting before the player

characters can shoot him themselves. Which is good, because as crappy as Dr. Sukakagi's combat abilities are, that might be the only kill he scores the entire fight.

## *TBMS Catcher (CR 3)*

LE Medium Humanoid (human) Strong Hero 4
**XP** 800
**Init** +1 **Senses** Perception +4
**Languages** Japanese

**Defense**
**AC** 16 **Touch** 14 **Flatfooted** 15 (+1 DEX, +3 class, +2 equipment)
**HP** 4d8 + 4 hp (22 HP)
**FORT** +5 **REF** +3 **WILL** +2

**Offense**
**Spd** 30 ft
**Melee** +7 TBMS Catcher's Tonfa (1d6+4 bludgeoning plus *Anthrobane* property)
**Ranged** +5 dart pistol (1d4 piercing plus poison, 20/x2, 10 ft range increment, 6 round clip)
**TBMS Knockout Juice**
**Type** Poison, injury **Save** FORT DC 14
**Frequency** 1/round for 4 rounds
**Initial Effect** unconsciousness 1 minute
**Secondary Effect** 1 DEX
**Cure** 2 consecutive saves

**Talents** Melee Smash I, Melee Smash II

**Statistics**
**Str** 17 **Dex** 13 **Con** 12 **Int** 9 **Wis** 11 **Cha** 10
**Base Atk** +4 **CMB** +7 **CMD** 18
**Feats** Light Armor Proficiency, Personal Firearms Proficiency, Power Attack, Stealthy, Simple Weapons Proficiency,
**Skills** Drive +5, Intimidate +4, Stealth +7, Perception +4
**Gear** TBMS Catcher's Tonfa, dart pistol, 2x clips, armored jumpsuit

**Ecology**
**Environment** any urban (Japan)
**Organization** pair or hunting cadre (4-6)
**Treasure** standard (including gear)

**Roleplaying**

TBMS Catchers are drab, sadistic bastards wearing dark grey utility coveralls. They work for the *Tokyo Bureau of Mythological Sanitation*, a dead end job in supernatural pest control. These dull-eyed thugs stink of cigarette smoke and malice, and make their living hunting and executing stray catgirls. Most have no qualms about raping a Neko a few times before tossing her into the gas chamber- she's gonna die anyway, right, so what's the harm?

## *TBMS Gasser (CR 6)*

**Medium LE Monstrous Humanoid**
**XP** 2,400
**Init** +2 **Senses** lowlight vision, Perception +9

**Languages** Japanese
**Aura** stench (DC 17, 10 rounds)

**Defense**
**AC** 15 **Touch** 12 **Flatfooted** 13 (+2 DEX, +1 natural +2 equipment)
**HP** 8d10 + 24 hp (68 HP)
**FORT** +9 **REF** +7 **WILL** +2
**Immune** poison (see text)

**Offense**
**Spd** 30 ft
**Melee** +14/+9 TBMS Catcher's Tonfa (1d6+5 bludgeoning plus *Anthrobane* property)
**Spell-Like Abilities (CL 8th Concentration +11)**
3x-day – Cloudkill (DC 20)

**Statistics**
**Str** 19 **Dex** 13 **Con** 16 **Int** 9 **Wis** 11 **Cha** 10
**Base Atk** +10 **CMB** +14 **CMD** 25
**Feats** Ability Focus (gassing) Cleave, Light Armor Proficiency, Personal Firearms Proficiency, Power Attack, Stealthy, Simple Weapons Proficiency
**Skills** Acrobatics +7, Climb +10, Intimidate +9, Stealth +13, Perception +9
**Gear** TBMS Catcher's Tonfa, armored jumpsuit

**Ecology**
**Environment** any urban (Japan)
**Organization** squad (usually accompanied by 2-6 TMBS Catchers)
**Treasure** standard, including gear

**Special Abilities**

**Gassing (SU)**

The TBMS Gasser can use *cloudkill* up to three times per day as a spell-like ability. However, the TBMS Gasser can risk his own existence to make this poison cloud more deadly. Gassers usually only use this tactic if death is

certain and escape is impossible, wanting to die watching others spasm and choke to death.

As a move equivalent action while a *cloudkill* is in effect, the Gasser can rip off his gasmask. Doing so renders him vulnerable to poison, and he is affected by cloudkill and his own stench aura. However, the cloudkill effect can now harm creatures normally immune to poison, such as constructs and undead, as well as those otherwise immune.

Creatures without CON scores suffer CHA damage and perish when reduced to 0 CHA by the gassing.

**Roleplaying**

Getting initiated into the Gasser's Club means bigger paychecks, a chance to become something a little less than human. Though mutated so much that friends and family rarely recognize them anymore, Catchers who become Gassers find a whole new world of sadistic pleasures opening up. To become a Gasser, first you got to be invited by a senior TBMS Gasser, and then, protected only by a leaking military surplus gas mask, rape a Nekomusume as she dies in a TBMS gas chamber. Survive, they give you the pill that makes you a Gasser forever. You'll see the pay bump in 60-90 days.

Gassers are burly, oni-like thugs dressed in a TBMS jumpsuit that's usually too tight on their muscular fames. Their eyes bulge out and become red and horrible, and a Gasser's tongue becomes long and bladed. His teeth become short tusks. Gassers wear custom fitted chemical protective gear and carry a lethal cyanide sprayer hooked to a backpack mounted tank.

# Nekomusume Magic Items

Nekomusume rarely craft magic items themselves. Most lack the patience and skill necessary to enchant items. The following magic items are often created by others, and sometimes presented to a beloved Neko as a gift from her master or mistress. The weapons however are never a gift- they are cruel devices used by those who hate Nekos to torture and murder members of the race.

**Wondrous Items**

- Animal Tail Plug
- Cat-Girl's Leash
- Cat-Girl's Neko
- H-Neko Strap On
- Kitty's Bell
- Neko Bed
- Neko Nikes

## *Animal Tail Plug*

**Aura** faint to strong transmutation **CL** 5th, 7th, 9th or 11th
**Slot** belt **Price** see chart **Weight** l lb

Animal Tail Plugs are used in physically transformative sexual play, allowing a willing human to take an inhuman form. Each Animal Play Tail is handcrafted, using human and animal hair, textured and dyed to perfectly replicate the tail of the creature the user will transform into. Tigers, horses, dogs and squirrels, each tail lovingly recreates the textures of the fur, creating a sensual work of art. Some strange Animal Play Tails incorporate a peacock's feathery train, or a fish's iridescent scales. Whatever the Tail's form, it is affixed to a short wooden or leather phallus.

The Animal Tail Plug must be worn anally to activate its powers. While the Animal Tail Plug is inserted, a character can use *Beast Shape* as a move equivalent action. The Animal Tail Plug can be used to transform into a beast shape and back to human form once per day. Each Animal Tail Plug is keyed to a specific animal, and once chosen, that animal never changes.

| Animal Tail | Caster Level | Price | Construction Cost |
|---|---|---|---|
| Beast Shape I | 5th | 6,000 gp DC 24 | 3,000 gp DC 22 |
| Beast Shape II | 7th | 14,000 gp DC 27 | 7,000 gp DC 24 |
| Beast Shape III | 9th | 18,000 gp DC 28 | 9,000 gp DC 25 |
| Beast Shape IV | 11th | 26,400 gp DC 29 | 13,200 gp DC 27 |

Cost and construction costs are determined by the level of the beast shape spell used to construct the tail, as shown on the chart above.

**Requirements** Craft Wondrous Item, *beast shape I, beast shape II, beast shape III, beast shape IV* (depending on grade)

## *Cat-Girl's Leash*

**Aura** overwhelming abjuration **CL** 15th
**Slot** neck **Price** 330,000 gp (DC 38) **Weight** 1 lb

This fine red-leather leash is affixed to a slender brown, red or black leather collar complete with a fine platinum buckle, plus a bell and name-tag of the same precious metal. These pricy items are offered for sale at *Fashion Club Nekomini*, and elsewhere that cat-girls are traded. The Cat-Girl's leash is a tangible symbol of the race's (sometimes willing) bondage.

When donned by any cat-girl (Nekomusume, feline Anthros, humans with the Hannyo alternate racial trait, ect), the magic of the Cat-Girl's Leash activates, both binding and protecting its wearer. When first donned, the cat-girl hands her leash to a single character who she designates as Master. The Cat-Girl's Leash can only be removed by the Master, otherwise *remove curse* is needed to remove the Leash.

While leashed, the cat-girl becomes completely immune to mind-influencing effects, with the exception of mind-influencing effects caused by the Master. As long as the Master holds the leash, the cat-girl's Initiative check result is always one lower than the Master's, if her actual check result is less. The cat-girl becomes immune to any magic that would force or cause an orgasm or excretion (such as Quick Cum or Vacate Bowels), as well as sleep. However, the cat-girl can only orgasm, sleep, urinate or defecate with the Master's explicit permission.

If the cat-girl attempts any skill check using a skill that is a class skill for the Master while the Leash is held, she is considered to benefit from Aid Another (+2 bonus), regardless of the Master's actual actions.

The Cat-Girl's leash is long enough that she can range up to 15 ft from the Master while the leash is held. If the Master lets go of the leash, the cat-girl is distracted and demoralized, and gains the *shaken* condition, until the Master reclaims the Leash or it is removed.

**Note:** Though referred to as the Cat-Girl's Leash, male felinoids can use this magic item, though cat-girls are far more common in Black Japan than cat-boys.

**Construction**
**Requirements** Craft Wondrous Item, *bestow curse, mind blank*
**Cost** 165,000 gp (DC 35)

## *Cat-Girl's Neko*

**Aura** faint enchantment **CL** 5th
**Slot** none **Price** 30,000 gp (DC 30) **Weight** 10-15 lbs

This *ero* version of a *Mankei Neko* statue (the white cat with extended paw that decorates the front counter of many Japanese businesses) depicts a white furred catgirl with one paw extended, holding a coin, and the other paw buried in her crotch.

The Cat-Girl's Neko statue radiates an aura that brings luck both to Nekomusume and those who trade in them. Members of the Nekomusume race receive a +1 luck bonus on all saving throws when within 100 ft of a Cat-Girl Neko statue. A Nekomusume who undergoes bed rest or medical treatment within 100 ft of a Cat-Girl Neko recovers HP at double the natural rate.

Anyone attempting to purchase a Nekomusume slave or servant within 100 ft of the statue makes an opposed WILL Save against the seller. If the purchaser succeeds, lower the purchase price by 1d4x10 percent. If the seller succeeds, raise the purchase price by 1d3x10 percent. In either case, both buyer and seller are happy with the bargain, convinced they got the better deal.

**D20 Modern Rules:** If the purchaser succeeds, lower the Purchase DC of the catgirl by -1d4; if the seller succeeds, raise the Purchase DC by +1d3. In either case, both buyer and seller are happy with the bargain, convinced they got the better deal.

**Construction**
**Requirements** Craft Wondrous Item, *glibness*
**Cost** 15,000 gp (DC 27)

## *H-Neko Strap On*

**Aura** faint transmutation **CL** 3rd
**Slot** belt **Price** 3,000 gp (DC 22) **Weight** 1 lb

This long and anatomically sculpted brass strap on is designed to fit over the end of a Nekomusume's tail, and is held in place by a rather threatening assortment of brass riveted black and brown leather straps. When worn by a catgirl, the bronze cock drips magical precum.

While wearing the H-Neko Strap On, a female wearer can use traits, feats and abilities usable only by males. She is considered both male and female (whichever would benefit her more at the time) when determining whether or not a particular power effects her.

**Special:** Only female Nekomusume or other feline species can benefit from this magic item.
**Construction**
**Requirements** Craft Wondrous Items, *alter self*
**Cost** 1,500 gp (DC 19)

## *Kitty's Bell*

**Aura** moderate abjuration **CL** 10th
**Slot** neck **Price** 20,000 gp (DC 28) **Weight** negligible

This red, blue or black velvet choker displays a big, bronze bell with a clear, tinny ring on a bronze clasp. The bell tinkles constantly, with every movement the wearer makes.

While wearing the Kitty's Bell, a Nekomusume character is treated as being under a permanent *Sanctuary* effect. The wearer may attack with claws or any other natural weapon she possesses without breaking the *Sanctuary* effect; however, if she damages her target, that specific character is freed from the *Sanctuary* effect. While wearing the Kitty's Bell, the character suffers a -10 penalty on Stealth checks.

**Special:** Only Nekomusume or other feline creatures may benefit from the Kitty's Bell.
**Construction**
**Requirements** Craft Wondrous Items, *sanctuary*
**Cost** 10,000 gp (DC 26)

## *Neko Bed*

**Aura** moderate evocation **CL** 3th
**Slot** none **Price** 6,000 gp (DC 24) **Weight** 10 lbs

This oval basket, made of durable plastic covered in bright artwork and stuffed with comfortable cotton mats and pillows, resembles the baskets used as bedding by beloved pets, save that it is sized for a cat the size of a woman.

A Nekomusume or other feline Anthro who sleeps in this very comfortable bed recovers hit points and spells in half the usual time. This does not allow the sleeper to recover more Hit

Points or additional spells than normal, merely do so in half the usual time.

**Construction Requirements** Craft Wondrous Items, *sanctuary*
**Cost** 3,000 gp (DC 22)

## *Neko Nikes*

**Aura** faint transmutation
**CL** 5th
**Slot** feet **Price** 10,000 gp (DC 25) **Weight** 2 lbs

These enormous, loosely fitting designer sneakers are sized for the large hind paws of a Nekomusume. Instead of the expected swoosh logo, they are emblazoned with a faintly glowing, pinkish-purple silhouette of a leaping cat.

While wearing Neko Nikes, a Nekomusume wearer is treated as possessing the Spring Attack feat. Non-Nekomusume receive no benefit from wearing these shoes.

**Construction Requirements** Craft Wondrous Items, *expeditious retreat*, creator must be a Nekomusume
**Cost** 5,000 gp (DC 23)

## Magical Armor

- Cat's Frills
- TBMS Jumpsuit

**School Uniform**

In Japan, it is fairly common for students to wear school uniforms into their university years. The traditional school uniform includes a crested jacket with a mandarin collar and high collar. Men usually wear slacks, while the female uniform includes a skirt. The official school uniform is often modified for fashion by its wearers.

## *Cat's Frills*

**Aura** moderate illusion and transmutation **CL** 7th
**Slot** armor **Price** 12,670 gp (DC 26) **Weight** negligible

The Cat's Frills is an extremely fancy girl's dress accented with delicate lace. This sensual and frilly dress is masterfully sewn, and comes in a variety of cool blues, greys and blacks, which fashionably accent even the most outré fur colors and patterns.

Cat's Frills is a **+3 benevolent, creeping school uniform.**

**Special:** Only female Nekomusume or feline Anthros can benefit from this magic item.

| Armor | Type | Equip. Bonus | Nonprof. Bonus | Max DEX Bonus | Armor Penalty | Arcane Failure | Speed (30 ft) | Weight | Purchase DC | Rest. Rating |
|---|---|---|---|---|---|---|---|---|---|---|
| LIGHT AND IMPROPMPTU ARMOR | | | | | | | | | | |
| School Uniform | Impromptu | +1 | +1 | No cap | -0 | - | No change | Neg. | 70 gp/ DC 8 | None |

**Construction**
**Requirements** Craft Magic Arms and Armor, *aid, cat's grace, invisibility*
**Cost** 6,335 gp (DC 24)

## *TBMS Jumpsuit*

**Aura** faint abjuration **CL** 3rd
**Slot** armor **Price** 1,950 gp (DC 20) **Weight** 1 lb

This dingy grey jumpsuit stinks of cigarette smoke and body odor, and always looks rumpled and dirty. The padding at the knees and elbows is worn down, and the name tag stitched over the left breast and right hip might (but probably) doesn't match the bitter, lonely loser wearing the jumpsuit.

The TBMS Jumpsuit is a set of **+1 padded armor.** While wearing the armor, the character gains a +5 competence bonus on Intimidate, Sense Motive and Perception checks made against Nekomusume characters.

**Construction**
**Requirements** Craft Magic Arms and Armor, *mage armor*
**Cost** 975 gp (DC 17)

# Magical Weapons

(Cn) Indicates a consumable item

- Euthanasia Needle (Cn)
- TBMS Catcher's Tonfa

## *Euthanasia Needle (Cn)*

**Aura** strong necromancy **CL** 10th
**Slot** weapon **Price** 2,600 gp (DC 21) **Weight** negligible

This syringe is formed form thick greenish glass, with a silver needle like a wasp's sting. Toxic amber liquid sloshes inside, glowing with its own sinister radiance.

The Euthanasia Needle is a **+1 dart.** If the Euthanasia Needle strikes a target, it casts *slay living* on that target as a 10th level cleric. If the Euthanasia Needle strikes a Nekomusume, add the base damage inflicted by the Needle to the FORT Save DC to resist the *slay living* effect. The Euthanasia Needle is destroyed once used, whether it hits or misses.

**Construction**
**Requirements** Craft Magic Arms and Armor, *slay living*
**Cost** 1,300 gp (DC 18)

## *TBMS Catcher's Tonfa*

**Aura** faint conjuration **CL** 8th
**Slot** weapon **Price** 4,000 gp (DC 23) **Weight** 2 lbs

This heavy plastic tonfa is as drab and grey as the men who wield it. The hilt is emblazoned with the crest of the Tokyo Bureau of Mythological Sanitation.

The TMBS Catcher's Tonfa is a **+1 Anthrobane tonfa.** The weapon's bane property activates when used against any creature with the Anthro subtype, as well as against Nekomusume, which are TBMS catchmen's most common prey.

**Construction**
**Requirements** Craft Magic Arms and Armor, *summon monster I*
**Cost** 2,000 gp (DC 20)

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correc-tion, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, proce-dures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; arti-facts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associ-ated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world-wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contrib-uting original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright hold-er's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or adver-tise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Black Tokyo Unlimited, Races of Black Tokyo, Races of the Tatakama. Copyright 2012-2014, Otherverse Games. Author: Chris A. Field

Racial Ecologies: Guide to Catfolk. Copyright 2012, Fat Goblin Games. Author: Rick Hershey

***The Catgirls of Black Japan.*** Copyright 2014, Otherverse Games. Author: Chris A. Field